After making your lightsabers, discuss the sport of fencing. The rules and scoring for saber fencing are listed below. Read through these and discuss them for comprehension practice. If needed, add or modify your own rules! Remember to make it fun AND safe!

**General Fencing Rules:**

* It is **required** that fencers must salute each other before the competition commences. Refusing to do so or forgetting this may lead to disqualification.
* Boundaries must be set --what is inbounds and what is out of bounds.
* Going out of bounds gives a point to your opponent.
* Violent behavior leads to disqualification.
* To begin the round the referee shouts “En Guarde!”
* The referee may shout “Halt!” if needed.
* The audience may not shout or yell.
* One arm must be held behind the fencer’s back.

**Scoring:**

* Each touch is worth one point.
* A touch only counts if it is made with the tip of the weapon.
* Only touches below the collarbone and above the hips count.
* Touches on the arms and head do not count.
* Only one person can score at a time.
* The participant who scores 15 points first wins the round.
* Rounds last up to three minutes, or end earlier if 15 points is scored before then.

**Lightsaber Battle Adjustments:**

* To ensure students get a turn, we decided that players will be switched after just one point is scored.
* The winner of the round may stay in the game once he or she scores a point, but the loser must give up his or her turn and allow another student to compete.
* If one student remains the winner for too long, the instructor may call in a completely new pair of students.
* Any part of the non-taped pool noodle may be used to score a point, rather than just the tip.



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* Cc
* Gg
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* dd
* vv
* 



* hb
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